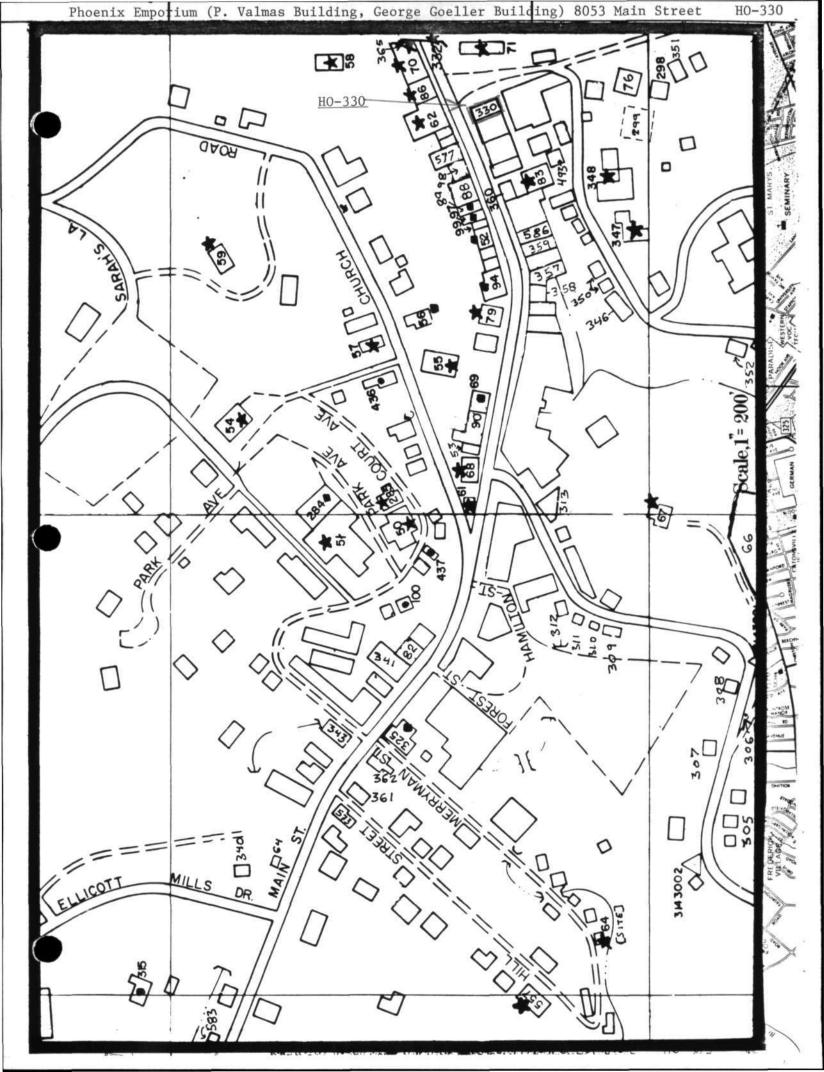
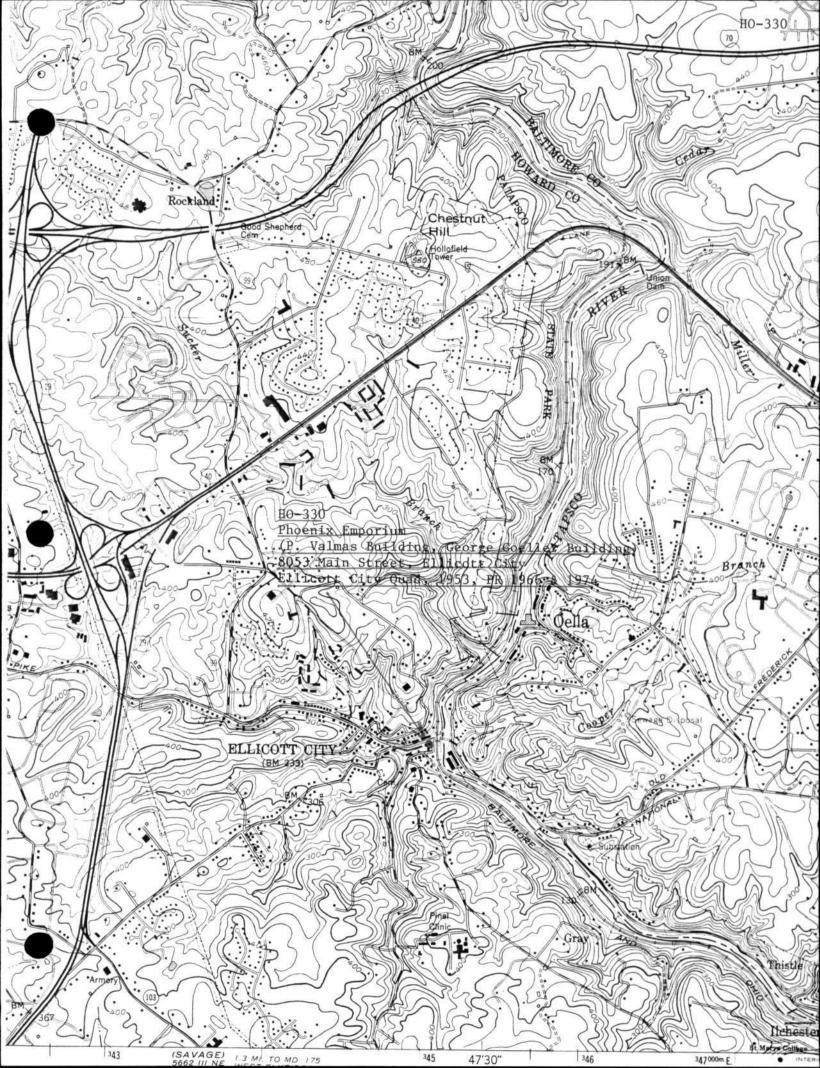
HO-330
Phoenix Emporium (P. Valmas Building, George Goeller Building)
8053 Main Street
Ellicott City
Private

This two-part building consists of a frame shop with a parapet on the southwest corner of the intersection, and a gable-front brick building slightly to the south, with 6/6-sash windows with splayed jack arches and a 2-story porch with an iron balustrade. This section has gabled dormers and an interior chimney on the south side of the roof.

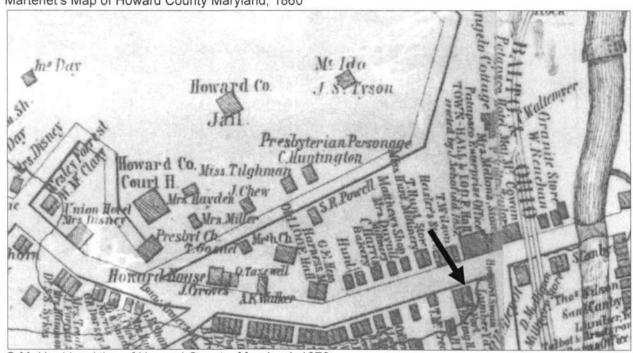
The frame section, on the corner, has a heavily bracketed wooden cornice between the 1st and 2nd floors, and 1/1 sash windows above. There are two pairs of these on the north facade, and on the east facade there is a pair in the center with single 1/1 windows on either side.

The first floor has large plate glass windows and a brick veneer. The brick veneer continues along the east side of the building, covering the first floor of the brick section, enclosing the first floor of its porch.



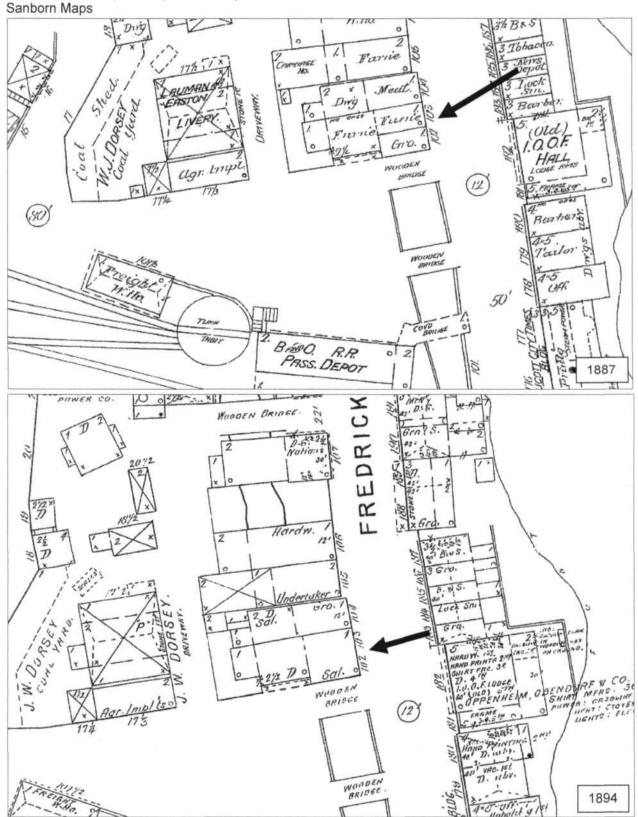


HO-330 Phoenix Emporium (P. Valmas Building, George Goeller Building) 8053 Main Street (MD 144), Ellicott City Martenet's Map of Howard County Maryland, 1860





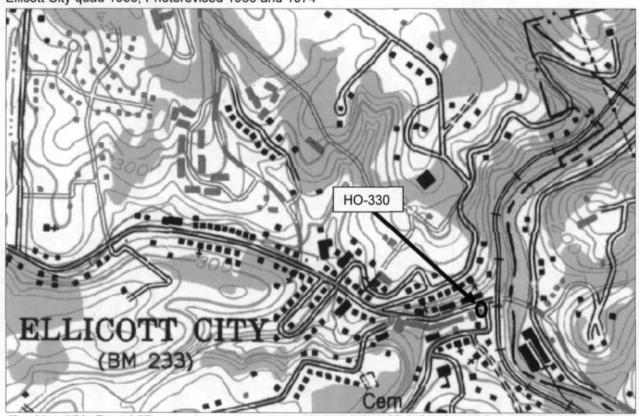
HO-330
Phoenix Emporium (P. Valmas Building, George Goeller Building)
8053 Main Street (MD 144), Ellicott City
Saphorn Mans



Phoenix Emporium (P. Valmas Building, George Goeller Building) 8053 Main Street (MD 144), Ellicott City Sanborn Maps Branch. BRIDBE 0 D ST. P MARYLAND 4 P 4 W. DORSEY, CORL 1904 COVCRETE 40A) TE REST. 0 IBER B PAINTS WOOD POSTS 2 SHED W.KO 1959

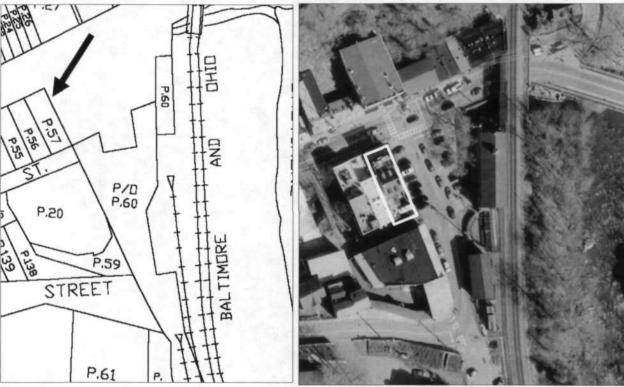
HO-330

HO-330 Phoenix Emporium (P. Valmas Building, George Goeller Building) 8053 Main Street (MD 144), Ellicott City Ellicott City quad 1953, Photorevised 1966 and 1974



Tax Map 25A, Parcel 57

National Web Map Service 6" Orthophoto Map, c. 2010



HO-330 Phoenix Emporium (P. Valmas Building, George Goeller Building) 8053 Main Street (MD 144), Ellicott City Photo by Jennifer K. Cosham, 12/5/2012 East elevation





HO.330 ja al 51/co # P. Valmas building